**Aneesh Pavan Prodduturu**

**Q: How do I create a coloured egg using a sphere and a bend node?**

**A:**

To create a coloured egg, we can start by making the network pane geometry from objects and adding the sphere node of primitive type as a polygon into the network pane. Then, add the bend node to the network pane and connect the output of the sphere node to the input of the bend node, which helps us bend the sphere in our desired manner. To make the sphere more like an egg, we can set a capture region in the bend node; in our case, we can set the capture direction as x-axis 0, y-axis 1, and z-axis 0, which completes the selection of a capturing region for the sphere. Now increase the capture length to increase only the selected capture region, which makes the sphere look more like an egg. Further, play with the colour node to make the egg more attractive.

